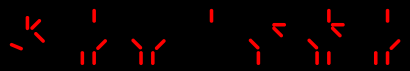
PREDATOR

A JUMPCHAIN CYOA



…I mean, welcome to PREDATOR, where aliens known as the Yaut'ja descend from space to hunt the deadliest creatures on Earth...humans.

They have done this for centuries, and perhaps will continue to do so...but perhaps their prey will surprise them every so often?

You have 1,000cp to prepare yourself. Soon, the Hunt will begin.

AGE AND LOCATION

Pay 50cp to select age, gender and location.
Roll 1d8 for your starting location and time period.

Locations

1. **Japan, 1610 AD**
   An unusually hot summer in Japan, war between the Feudal lords is always threatening to break out.
2. **Guatemala, 1986 AD**
   The tropics of central America; perhaps your home, or perhaps you're just visiting – a tourist, maybe a DEA agent, or stationed at one of the military bases in the area. You appear just after Dutch and his crew turn up.
3. **New York, Summer 1995 AD**
   A heat wave strikes the city, luring multiple Predator ships to New York, where one Schaefer, brother of Dutch, works as a homicide detective.
4. **Siberia, Winter of 1995/1996 AD**
   For some reason you find yourself at Pumping Station 12 on the Assyma pipeline in Siberia, right when a Yaut'ja ship crashes nearby. Schaefer will turn up soon.
5. **Los Angeles, 1997 AD**
   During the Los Angeles heat wave, drug and gang–related crime reaches new highs and the narcotics division gets into firefights with alarming regularity. You arrive one week before Lieutenant Michael R. Harrigan gets into a firefight with some Colombians.
6. **Free Pick, any war zone on Earth, 2010 AD**
   Predators often use human conflicts to cover their activities; the chaos of the battlefield is the perfect opportunity to Hunt or capture prey to be set loose on a game planet. Afghanistan, Iraq, Africa…there's plenty to chose from.
7. **The Hunting Preserve (location unknown), 2010 AD**
   The sweltering jungle of an unknown alien planet. The Super Predators abduct prey species and take them here to hunt.
8. **Free Pick**

ORIGINS

Select your species and background

Humans

A physically-weaker species, humans nonetheless have a conflict–driven history. Their tenaciousness and weapons make them a worthy prey for the Yaut'ja, despite the technology gap and physical inferiority. The vast majority are unaware that something stalks them.

Your age is 20+2d8; Your gender remains the same unless you opt to change it via cp.

Human Backgrounds

Survivor – 0cp

You can either select to drop in as a survivor with no background or memories, or you can chose to insert into an existing survivor's background with memories and personality.

Soldier – 0cp

You are a member of a national military, or perhaps a mercenary organisation. You are trained to kill other humans when you need to. You've got at least four years of experience in the military.

If you rolled Japan, 1610 AD as your starting location and time, you are a samurai.

Cop – 0cp

You're a cop, a detective or inspector assigned to a department that gets into a lot of firefights – like narcotics. If you rolled Japan, 1610 AD as your starting location and time, you might be a ronin or ninja – someone who fights, but is not technically a "soldier".

Predators (Yaut'ja)

At a glance your people seem savage and brutal, but behind the savage exterior lies a highly developed sense of honor, and your species is obviously intelligent enough to build spacecraft, plasma weaponry, cloaking devices and the like.

You adhere to a traditional tribal society – one in which "the Hunt" is the most important aspect.

Selecting a Predator species gives you a lifetime of hunting, tracking, survival and fighting skills. If you are a Yaut'ja female, you are physically stronger than the males of your species, but it is astoundingly rare for you to participate in hunts. You are expected to rule from the Yaut'ja homeworld. Your age is 20+2d8, unless you choose "Blooded", in which case multiply it by 5.

Yaut'ja Backgrounds

Unblooded – 200cp
You are a novice Yaut'ja, eager to prove your worthiness in the eyes of your peers by hunting many different kinds of prey. While you haven't got a huge amount of experience stalking intelligent prey, you are fresh and strong.

Blooded – 300cp
You are experienced in the hunt, in matters of honor, and likely supervise Unblooded Yaut'ja during their own trials.

Super Predator – 400cp
You still have honor, but you are ruthlessly devoted to a Darwinistic philosophy – survival of the fittest and adaptation to overcome adversary. You will make yourself the ultimate predator at any cost, and that cost is to constantly pit yourself against the best apex hunters from any planet you can find.

Yaut'ja physiology (Free for all Yaut'ja; unavailable to humans)
You're easily 7 feet tall and built like a brick – easily strong enough to lift a massive human off the ground with one arm or smash your way through an old brick wall. You have great reflexes, speed and agility – climbing and jumping up jungle trees or the side of apartment blocks is easily within your ability. Your blood is fluorescent green and has a very strong immune system, and you are naturally long–lived. Your mind and psychology is heavily oriented towards hunting solo or in small packs, luring prey & tracking.
You can't see well without your mask, mostly in the thermal infra–red range. You also have a different atmospheric tolerance; you will only last a week on Earth without your mask. Your mouth is a nightmarish set of tusked mandibles.

Bigger, stronger, faster (Free Super Predator)
You are a Super Predator; an offshoot of the normal Predators who seem to take a more brutal approach to hunting. Even your Yaut'ja predecessors are fair game for you, and you have surpassed them. You have the same advantages and disadvantages as a normal Yaut'ja, but are even stronger and tougher, a head above them, and capable of lifting *them* off the ground one–handed. A bunch of frag grenades going off at point blank would merely wound you and piss you off.

PERKS

Discount 50% to applicable background unless otherwise marked.

Let's Dance – 100cp, Free Survivor
You are adept with a blade – maybe not as good as an Olympic fencer, but unlike them, you don't let etiquette get in the way of not getting dead.

Boy Scout – 200cp, Survivor
You know just how to set elaborate mantraps – tripwires that fling sharp stakes on a serial delay, pitfalls that seem almost like they know where the enemy will run, booby traps that set off even more booby traps – all designed to capture, maim, or kill.

Lucky Miss – 400cp, Survivor
Shots tend land on your gear – your weapons or handheld equipment – pretty regularly. You might think that this is unlucky, except those would have otherwise been lethal hits. This 'save' can happen about once per fight, but only if you're carrying something. If you absolutely must protect what's in your hands at the cost of your life, you can move it out of the way.

Improvised Weaponry – 600cp, Survivor
You can make weapons from next to nothing; making a bow that can put an arrow through a tree with nothing but sticks, vines and a sharp rock. And if you have something better on hand? You're especially good at making high–tech ammo compatible with low–tech weapons. Have an incendiary artillery shell, but no howitzer? Modify it so a catapult can throw it. Have a grenade launcher round? Create an explosive spear. You are also able to use the Predators' tools against them, quickly figuring out how to use their weapons and technology, though not necessarily the principles behind how it works.

Macho Bullshit – 100cp, Free Soldier
You're absolutely ripped – strong as an ox. Your physique is comparable to a pro body–builder and exceptionally healthy and tough for your species.
Comes with a healthy dose of "pack alpha" charisma – take charge in a crisis and most people will follow your lead; even people who'd normally ignore you.

Dive For Cover – 200cp, Soldier
Bomb blasts, shockwaves & bursts of energy seem ineffective on you – as long as you're diving toward cover that will protect you, you might as well be already behind it, even if the shockwave or the shrapnel should kill you mid–air. This won't be any good against a direct hit (like, say, a direct plasmacaster shot to the torso...), but I'm sure it will come in handy against splash damage.

Ain't got time to bleed – 400cp, Soldier
You can carry on moving and fighting despite grievous injuries, fighting through the pain. You never seem to go into shock from your injuries, and bleed out at a much slower rate. If you get the chance to rest, you recover from your wounds astonishingly fast – they look a lot worse than they are.

The Challenge – 600cp, Soldier
When you challenge an opponent's honor, they have little choice but to give you a 'fair' fight or be seen as cowardly and shameful by their peers. Your challenge transcends the language barrier, though this won't work on especially craven enemies, or should you already be seen as honorless.

Streetwise – 100cp, Free Cop
You know the players – you know the signs that identify the criminal organisations that people belong to. With a little observation, you can separate the dealers that work for the Colombians from those that work for the Mexican cartels, or tell whether the hired muscle works for the Triads or the Yakuza.

Sharp eyes – 200cp, Cop
Spot vital evidence in a crowded crime scene...or the tell–tale distortion of a predator's cloak device.

Pried From Their Hands – 400cp, Cop
Pieces of exotic gear tend to end up in your hands. They might not be useful, but investigating a scene where something from “out of town” was present might yield something they left behind as a clue, or halfway through a fight with killer aliens you might wind up with one of their weapons.

Investigator – 600cp, Cop
You have the inquiring mind to not just conduct police investigations, but to lead teams of investigators against conspiracies and are trying to cover up the truth. You know when all the pieces *don’t* fit together, and no matter how well its hushed up, you can always get to the bottom of it with the right use of your team, even if they need to break the rules to do it.

One Ugly Motherfucker – 200cp, Free all Yaut'ja
Your face is one that only a mother could love. Inspire horror, disgust or fear when your face is exposed. They might even be so appalled you could get a quick shot in while they’re still reeling back.
If you also have perks that make you pretty, this perk allows you to 'dial' your beauty to any degree you wish, from "ugly as sin" to however handsome/pretty those perks make you.

Lone Wolf – 100cp, Free Unblooded
You're confident operating without backup, and without being hindered by anyone else you travel much faster through rough terrain and are much harder to track.

It's Nothing... – 200cp, Unblooded
A rustle of bushes; a flicker of air distortion, part of a footprint in mud, but…no, it's nothing. People who pick up brief, indirect signs of your presence are likely to dismiss them at first rather than raising the alarm.

Defy Analysis – 400cp, Unblooded
Through some exotic crafting technique or just an effect of your inter-dimensional nature, analysis of anything you leave behind always fails to produce a match with pre–existing samples – metals, chemicals, DNA etc.

From The Other Side – 600cp, Unblooded
You don't need a cloaking device to move unseen and unheard. Your prey won't know you're there until you're right among them, slashing and killing. If your cloak is engaged, enemies who know you're there will find their shots missing or the lucky hit strikes non–lethal areas – even in confined areas like subway trains or tunnels. Sensors like motion trackers or pheromone detectors won't do much good – they are more likely to confuse your enemies than let them zero in on you.

Trophy Hunter – 100cp, Free Blooded
There's more than one way to skin a cat, and you know all of them. You can taxidermy anything with material remains, and remains so treated do not decay or degrade over time.

Tracker – 200cp, Blooded
In addition to finding and following tracks across all types of terrain, you can interpret what happened in a place from the signs left behind.

Mimic – 400cp, Blooded
You could fool a voice print analysis with your mimicking ability. You have to have heard a sample of what you are trying to copy – like someone's voice or an animal cry. You don't need a bio–mask to use this ability, but its translation functions would be handy if you wanted to know what you were saying.

Carnage Incarnate – 600cp, Blooded
Your combat prowess, speed and agility is such that you could take on a room full of armed, drug–crazy goons without suffering a single injury in return; not even when they spray the room on full auto.

Tools of the Trade – 600cp, Discount Blooded & Super Predator, Not Available To Humans
You produce the tools that Yaut'ja require for their hunts; everything from cloaking devices, to plasmacasters, to the medical kits and mesh body armour. As an artisan, if you hand–make such items of technology, each item that you produce is slightly different, yet all conform to a style that can be traced to your work.

The Barbed Hook – 100cp, Super Predator
Your bait always seems to attract something, regardless of how unlikely it is. It may not attract exactly what you want, and the prey may not fall for the trap once it is attracted by the bait, but at least you can be sure something will stop by and check it out.

Pack Master – 200cp, Super Predator
You have mastered training and breeding Predator Hounds; brutish animals that you use to flush prey out or run them down. You are also adept at caring for and training other attack animals, training them to obey your voice or a signal (like a whistle or hand gestures).

Master of the Hunt – 400cp, Super Predator
You've got an amazing sense of how your prey will move, where they're going, and how they will react – so long as you keep the advantage. If you find yourself on the back foot, you lose this advantage.

The Perfect Predator – 600cp, Super Predator
You are constantly adapting to the methods used against you. You can rapidly invent new tools – weapons, armor, devices – designed to counter whatever advantage your prey has revealed, and once your opponent uses a technique on you, you can quickly demonstrate ways to counter it or avoid it in the future. They'll never catch you with the same trick twice.

COMPANIONS

You can pick multiple companion options. Companions may not take drawbacks but if they have a background, receive the appropriate freebies and discounts.

Squad – 50cp for 1, 25cp each for 4 or more
Companion Import Option – import up to 8 companions as humans (Survivor, Soldier or Cop) with 400cp to spend each.

Partner – 100cp, discount Human
Create or import someone who sticks by you. Maybe a work partner, maybe more like "partner in crime". They're a good friend and have a habit of showing up when you need them. They have the same background as you plus 600cp to spend.

Canon Character – 100cp
Should you meet a canon character and wish to take them with you, this is your ticket. Human, Predator, doesn’t matter – they just need to agree to come with you and make it to the end of the jump alive.

Triad – 200cp, Yaut'ja only
Three seems to be the Yaut’ja lucky number. Create or import two Yaut’ja companions – if you are Unblooded or Blooded, they can be Unblooded or Blooded, and if you are a Super Predator, they are Super Predators.
They get their background for free and have 400cp to spend.

Pack – 400cp, Yaut’ja only
Import all eight companions as Yaut'ja (Unblooded/Blooded if you are Unblooded/Blooded, or Super Predator if you are Super Predator) with their background for free and 400cp.

ITEMS AND EQUIPMENT

You may purchase multiples of items. Discount is 50% unless otherwise noted.
All Yaut'ja equipment is crafted to its owner's specs; you can make minor alterations to their appearance and style freely.

Freebies
All Humans begin with:
Attire suitable for their occupation and starting period – military gear for Soldiers, a police uniform for Cops, Survivors either start with your jumper's usual attire or a ragged and worn outfit.

A Really Big Knife – 50cp, one free Human
A frankly oversized blade, like a machete or a big bowie knife. Might also be a proper sword.

All Yaut'ja receive:
A Bio–Mask – Has a number of vision modes through the EM spectrum like Infra Red and UV. It provides you with the right atmospheric mix, and can analyse languages or objects you look at.
A set of Yaut'ja mesh armor that offers some protection against blades and bullets.
A wrist–comp, which contains the cloaking device, a self–destruct, a small plasma–firing weapon (low power compared to the plasmacaster) and interfaces with your other tech items.
A wristblade. Extends when you flex your wrist a particular way. Your option of two standard blades or one larger blade.
A plasmacaster shoulder–mounted weapon that tracks targets through your bio–mask. Super Predators have their plasmacaster upgraded to a rapid-fire model for free.

Yaut'ja Blade – 50cp, one free Yaut'ja
A close–combat Yaut'ja weapon like a sabre, spear, combi–stick, axe or a second wristblade. Made of space–age materials not found on Earth, they are light, strong, and maintain a perfect edge.

Hard Core Special Reports – 50cp
All the latest live violence reports citywide are available to you on TV. Tony Pope may be larger than life and a bit of a hack journalist, but his camera crew gets to the scene pretty much as soon as the cops do. If it's gruesome or sensationalistic, Hard Core will cover it. The show doesn't cover anything that happens outside of city limits.

Yaut'ja Warehouse Theme – 50cp
Applies the aesthetic of a Yaut'ja starship to your Cosmic Warehouse or one of your existing starships. Elaborately carved walls, a low, thick mist, and amber lighting.

Re–sized Yaut'ja Armor – 100cp, Free Survivor
An ablative armor vest which protects against Yaut'ja energy weapons and conceals your thermal signature. It's not much good against their blades, or different vision modes. You can add the following upgrades at no discount (all modified for human use):
+A Bio-Mask (human air mix if you are human)– 100cp
+A Wrist-comp with cloaking device (no self-destruct)– 100cp
+Wristblade/Plasmacaster – purchase as Yaut'ja Blade or Yaut'ja Smart Weapon

Ancient Weapon – 200cp, Survivor
This might be 17th century Japanese katana, a flintlock pistol, or maybe even a bow or a flint knife. This weapon seems to be able to hold its own against space–age armor, penetrating materials that it should break harmlessly against. If you have a suitably low-tech weapon, you can import it for no extra cost.

Vial of Yaut'ja blood – 400cp, Survivor
This small vial of fluorescent green Yaut'ja blood is known to have a strange effect on humans who consume it, causing their aging process to essentially halt – little surprise as Yaut'ja elders are said to live upwards of a thousand years (though few reach that age). Drinking this prevents aging and nearly all age–related health complications (dementia, muscle deterioration, Alzheimer's, arthritis, heart conditions etc.) for one year. The vial refills every year.

A Pair Of Huge Guns – 100cp, Free Soldier
No, stop flexing your stupid arms – you're thinking of the Macho Bullshit perk. You literally get two big guns of your choice – like a combat shotgun and a machine gun, or a grenade launcher and a sniper rifle. They don't actually have to be big guns – have a pair of piddly little pistols if you really want. Comes with a couple of hundred rounds of ammo for each, and resupplies each month.

THE CHOPPER – 200cp, Soldier
Waving your hands in the air summons this Huey helicopter to pick you up. It'll take you anywhere on the same planet. The pilot and co–pilot will provide commentary in flight, but are functionally part of the chopper. Should it be destroyed, it will become available within 24 hours.

Old Painless – 400cp, Soldier
A man–portable Minigun. Old Painless never jams, and can continue firing until you're certain that nothing has survived. It's got a bizarre habit of making structures and vehicles explode, even if there's no good reason for them to – Shooting at a lookout post? Explosion. A wooden shack? Explosion. Hot dog stand? Explosion.

Laser Sights – 100cp, Free Cop
Bigger is not always better – all the firepower in the world ain't worth shit unless you can land the damn shot. These ought to help – a set of powerful laser sights, guaranteeing that the weapon they are attached to will hit the little red dot.

A Boot Full of Guns – 200cp, Cop
Forget having just one gun: you want your arsenal on hand at a moment's notice. This key, when inserted into a locker, chest or car trunk (boot), fills the attendant space with weaponry and ammo from your warehouse. You have control of what weapons appear, like "All my 20th century firearms" or "I need my GBE, my four best magic swords, and a bunch of other big guns". Guns bigger than the available space will not appear. Locking the container with this key causes the guns to go back into your warehouse again.

Command Trailer – 400cp, Cop
This large mobile command post – disguised as a large nondescript container truck – contains banks of high–tech video monitors, satellite uplinks, radar arrays and sensors. It's got a big enough armory – including thermal insulation suits, UV lamps, and liquid nitrogen guns – to outfit ten people, and a secure door/airlock.

Yaut'ja Ranged Weapon – 100cp, Free Unblooded
A ranged weapon like a netgun, dart launcher, handheld blaster, or unpowered throwing blades.

Predator Medkit – 200cp, Unblooded
In return for a few moments of agonising pain, this medkit stops bleeding, neutralises poison and infection, and the physical handicap the wounds would give you, as well as drawing out shrapnel or embedded bullets. For all intents and purposes, the wound won't bother you any more, though you'll need to rely on your own healing to actually fix your body up.

Yaut'ja Smart–Weapon – 400cp, Unblooded
A Yaut'ja smart–weapon, like a Smartdisc (a powered throwing weapon that uses anti–gravity to seek enemies and return to the thrower) or plasmacaster.
If you already have a plasmacaster, this can also be an upgrade to the rapid-fire plasmacaster the Super Predators use (which uses a rotating barrel to fire much more rapidly than the standard model).

Trophy Cleaning Kit – 100cp, Free Blooded
A kit to preserve and clean the skulls (or other body parts) of prey. The process is very fast with the given tools, and works on any corpse (or parts of corpses). Portable enough to take into the field with you.

Tracking Beacons – 200cp, Blooded
Sometimes the prey is just too wily, or can move about rapidly. That's when you need one (or several) of these. A barbed device with a rounded head, just stab one of these into a prey creature, and the barbs will ensure it cannot be removed. A bio–mask or other computer can track these with planetary range, and optionally the barbs can “twitch”, letting your prey know you’re coming for it.

Yaut'ja Drop–Pod – 400cp, Blooded
A single–person drop–pod, only marginally bigger than a coffin, for covert insertion to a planet's surface. The pod is highly stealthed, and even if someone did happen to pick it up, they would probably assume it was a meteor. It's large enough to store your weaponry and other items, and is guaranteed to get you from space to ground in one piece.

Predator Falcon – 100cp, Free Super Predator
A small spy drone that looks a bit like a metal bird, able to locate prey through a range of sensors. Transmits its data back to a biomask or other computer.

Predator Hounds – 200cp, Super Predator
Tusked, vaguely reptilian doglike creatures. They're bold, stubborn, but easy to train and ferocious. Like big pit–bulls, but worse. They can take a fair amount of punishment – it takes concentrated gunfire or a shot to the head to put them down. You have a pack of six hounds, who respawn in a week if killed.

Jungle Clearing – 400cp, Super Predator
A clearing with a strange totem in the centre, which is surrounded by bare trees or stakes on which to hang your kills. The jungle clearing automatically accumulates trophies from your kills – no need for messy collecting, just kill something, and you'll find when you return to the Clearing a new skull and spinal cord from that creature will be on display. The Clearing also provides a small selection of useful hunting items, like tripwires and chains, blades, animal traps, a cage or two, and fires to cook meat on. The Jungle Clearing can only be found by you.
After this jump, the Jungle Clearing can be placed somewhere suitable in the world (always a remote forest), or as a part of some forest which follows you between jumps.

DRAWBACKS

You may take up to +800cp worth of drawbacks. Drawbacks taken in the scenario do not count against this limit.

The Hunt (Mandatory all Humans) – +0cp
Predators will come to Earth on a regular basis during your stay. They usually only stay in the hottest parts of the world and Hunt the most dangerous people, but at least once during your time here, you and your companions will be the subject of a Predator's hunt despite how dangerous you appear to be (or do not appear to be) or your location. Whether they return to try and hunt you regularly or not, come back with bigger and better weaponry, give up after the first Hunt is effortlessly wiped out, or it results in diplomacy or an all–out war – is entirely to your abilities, actions and discretion.

Honor Code (Mandatory all Yaut'ja) – +0cp
"Take only the worthy prey. Dishonor is worse than death…"
You must obey the Predator's honor code while in this jump, or possibly be outcast or even attacked by your brethren.
The full honor code is included in the notes, should you need them.

Predator Vs… – +0cp (Optional)
...Archie? Why is your bio–mask giving its readings in emotes? Why does your prey have superpowers? And everything looks a bit...different. All those non–canon comic crossovers are real, and you'll have to play by their rules – comic book logic prevails. Archie characters evade death by virtue of comedic timing (and jealous rage in the case of the women), Superman always wins because Plot Armor, Judge Dredd always brings killers to justice, Tarzan is the king of the jungle, heroes always triumph in the end, etc. Sadly in your crossover adventures you will never encounter the *kiande admeha* ie: Xenomorphs.

Malfunctions – +100cp
Almost every fight you get into, some part of your equipment will malfunction – if you're a Yaut'ja, your cloak might get wet and short out, or your mask might come off in a fight and there's good odds some filthy *ooman* will run off with it. If you aren't Yaut'ja, your gun might jam, you run out of ammo, your armor gets a hole blasted in it. Going armorless and weaponless will lead to wardrobe malfunctions, and even fighting in your birthday suit you'll break a nail or chip a tooth.

Blood War – +100cp
Others of your own species see you (and your "clan") as valid targets for the Hunt. Humans might find themselves hunted by serial killers or drug gangs, Yaut'ja will find other clans inexplicably hostile, and Super Predators…well, taking you down will prove the one who does is indeed the ultimate Predator.

Flesh Wound - +100cp
Bullets just don't seem to cut it when it comes to Predators – bullets will wound Yaut'ja just fine, but never finish them off. It'll take either high explosives or getting up close and personal with a blade to kill Yaut'ja of any kind. If you are Yaut'ja, the same applies to your ranged weapons against humans - but then again, you were probably going to finish them with your blades anyway.

Short Sighted - +100cp
You couldn't pick out the blur of a Predator's cloaking device if your life depended on it (and it probably does). You also require glasses or contact lenses for the duration of the jump, having moderately impaired vision while you're not wearing them - your eyesight is at least bad enough you would require them to legally drive.

No Rules – +200
Yaut'ja will no longer follow their honor code where you are concerned. Tactics like suicide–bombing with their self–destructs or zerg–rushing you with plasmacasters firing are entirely possible when it comes to hunting you.

Federal Task Force – +200
The Government will constantly interfere with you. If human, they'll do anything they can to monitor your daily activities, cover up anything you do that is out of the ordinary, or stop you interacting with Yaut'ja. If Yaut'ja, they'll do their damnedest to capture you, steal your technology, and stop your Hunting. Heck, even on the Game Preserve planet, there's a team of black ops soldiers or abducted federal agents who think it's more important to get in your way than figure out how to get off that rock.

An Honorable Hunter – +300
Your abilities are capped at the movies' limits – Your tech can't exceed the Yaut'ja's level of technology (they have FTL, cloaking, plasma weapons, anti–gravity, and sophisticated computers, but don't have nanotech, teleporters, AIs, replicators), and your personal strength and abilities can't exceed that of a Super Predator. Don't even ask about magic or psychic powers.

Dishonorable Opponents – +300 (cannot take with An Honorable Challenger)
Increases your enemies' capabilities to match your own. For example, human Jumpers will find Yaut'ja and Super Predators' tech and prowess increased to match, a Yaut'ja Jumper might find the Super Predators have advanced tech while humans might have magic on your level, or vice versa Super Predator Jumpers will find Yaut'ja and humans have advanced to a comparable level.

SCENARIO: HUNTER'S PLANET

You require the 'An Honorable Hunter' drawback to participate in this scenario.

Blackness.
Everything is dark. The only sound you can hear is the rush of wind past your ears and an incessant beeping.
...Beep...Beep...Beep...
The rush of wind?
Beeping?

...Beep-beep-beep...
On opening your eyes you find yourself plummeting towards the ground from an altitude of a thousand meters, tumbling out of control with something strapped to your torso and back; something that seems to be beeping at you with increasing pitch and frequency as the ground – green and blue wilderness, cut only by the occasional blue river – rises alarmingly fast towards you.
Flight?
Nothing happens.
Levitation? Gravity control?
For a moment it feels like it was about to work, but then control slips away.
Parachutes? Jetpack? Wings?
Nothing appears in your hand, and whatever's strapped around your torso seems to be hindering any wings you might have.

Beep-beep-beep-beep-beep.
Pretty much the only thing you can do to try and kill your velocity is to turn over and take a spread-eagled pose, giving yourself as much surface area as possible for air to drag against, and maybe you'll land in some dense foliage.
This is going to hurt.

Beepbeepbeepbeepbeep.
Without further warning a drogue chute opens from the pack on your back, cutting your velocity to a survivable speed mere seconds before you crash through the canopy of the jungle from above.

Impact.
At least the muddy ground and deep leaf litter is relatively soft.

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You have landed on the Game Preserve at the beginning of your jump: a planet claimed by the Super Predators as their own hunting grounds. Escape is only possible via one avenue: a cloaked, powered-down Yaut'ja starship that rests somewhere on the surface.
The Super Predators periodically drop groups of prey – the most dangerous creatures they can find – onto the surface in an attempt to test themselves.

Select one of the following options:

Option 1 – Capped
Picking yourself up, you feel...an absence. Something diminished. Flexing your hands and arms, you find that there is some limit to your abilities – you're still stronger than you used to be, but now it feels like there's some kind of limit. You powers are capped per the 'An Honorable Hunter' drawback.

Option 2 – Merely Mortal +200cp
There's a moment of uncertainty as you push the ground out of your face – the faintest tremor in your muscle. You begin with nothing but your bodymod body and what has been purchased in this jump.

+++

In either option, you cannot open your warehouse, and are dropped with only the portable items you bought in this jump (ie: no Command Van, though you may choose to have your Jungle Clearing be on this planet). You'll have to carry anything you bought, so I hope you didn't load up too much. If you have a Yaut'ja Drop Pod, you may instead start inside it instead of descending via parachute.

This world's climate is always harsh – over 40°C (>104°F) even when it's raining, and humidity over 90%. Daylight seems to last much longer than an Earth day, and all that light and water means there's plenty of plant life. The jungle is thick around you – excepting high ground and the rare rocky areas around the waterways, visibility usually less than a hundred meters. It's very easy for something to remain unseen in a place like this.
This planet has no magnetic field, so attempts to navigate via magnetism will fail.

+++

Prey
You've only been on the ground a few moments before you hear the crash of some other poor sod falling to Earth. You figure the only way to find out who it is would be is to go check it out…

Select one of the following options:

Fallen From The Sky (pay costs to import as per jump)
One at a time, you will find the companions you have imported. Their powers and abilities are limited the same way yours are – by default, to Super Predator levels, but if you took Merely Mortal, they have only the abilities they purchased with their cp in this jump.

> **Fallen From The Sky: The Survivors**
> Any companions who are imported with the Survivor origin instead begin on the Preserve, and will meet you between 12 and 36 hours into the jump (should you last that long).

Human Predators– 200cp

You will not land with your companions – you will instead land with the characters of the *Predators* movie – Royce, a mercenary; Isabelle, an IDF sniper; Edwin, a doctor; Stans, a death-row inmate; Nikolai, a Spetsnaz commando; Hanzo, an Inagawa-kai Yakuza enforcer; Mombassa, an RUF death squad officer; Cuchillo, a Los Zetas drug cartel enforcer.

None of them are likely to trust you at first, nor are they likely to defer to you unless you have proven leadership qualities. They are *especially* not going to trust you if you are a Yaut'ja of any kind, but maybe if things get bad enough they'll turn to you for help…they aren't all going to be alive by that stage, though.

They mostly seem like badasses, and by human criteria, they are, but the fact only two survive the movie (and we have no idea if they ever make it off the planet) should give you an idea of what you're up against.

> **Human Predators: Ronald Noland**
>
> You will come across Noland; an Air Cavalry trooper from the Vietnam War. He's been surviving here for years, now, and is somewhat...odd. Nonetheless, he is an experienced survivor, with a great hiding spot and a good collection of scavenged equipment, including some of the Super Predator's gear. Just...watch yourself around him. You can purchase him separately from the Human Predators for **100cp.**

Fresh Blood - 200cp

Create from scratch a new set of eight badasses (ie: pathetic humans) who are dropped off in the same lot as you. They're all armed and dangerous, especially the ones that don't seem either armed or dangerous at all. I leave their personal histories and armament to you, though they will all originate from Earth 2010 AD, trust nobody, and have only what equipment they can carry.

> **Fresh Blood: The Survivor**
>
> You will come across a friendly survivor, but you won't start together. After 24 hours, they will reveal themselves to you. They have the Survivor background, all the Survivor perks and the following items: A Really Big Knife, Re-Sized Yaut'ja Armor, a scavenged bio-mask, wrist-comp (with cloaking device) and a Yaut'ja plasma carbine (a Yaut'ja ranged weapon similar to a plasmacaster, without the auto-aim).

Betrayal (req. Fresh Blood: The Survivor, mandatory Noland) - +100cp

At some point, one member of your group will decide they are better off without you. This might be a temporary bout of insanity, a deal with the Super Predators for their life, or just a cold realisation that they're better off if you died. If you purchased Human Predators and/or Ronald Noland, this drawback is already built into their cost.

+++

Now you're all together, it's probably best if someone takes charge and you stick together. Wandering off alone is not likely to end well. Not with these guys after you:

The Hunters
The Hunters are a triad of three Super Predators. They each have different hunting methods, but work very well as a team, probing carefully for weak points, tiring down Prey before they strike, and harassing the group before they can recover. They are mortal, and they are able to be killed, but between their raw strength, speed, hunting instincts, experience and their range of advanced technology, they are by far the toughest, stealthiest, and deadliest creatures on this planet.

Killing the Hunters is not required to escape the planet, but not having three Super Predators after your head will make searching for the Yaut'ja Starship much easier. Should you kill the entire triad, a new Triad will land after a short reprieve and take up the hunt.
The Hunters have six Predator Hounds and a Predator Falcon.
Despite their savagery, the Hunters do have their own sense of honor, especially if challenged – they also like to play with their prey before delivering the killing blow.

+++

Raising the Stakes
You may select among the following drawbacks for further cp in exchange for making this scenario even more difficult.

No Weapon - +100cp
Life isn't fair, and neither are the Hunters. You are sent into this scenario without any weapons, and none of the other survivors are going to want to give you theirs. You may acquire a weapon at some other point.

Infighting - +100cp
The other survivors, even your companions, will constantly bicker and argue about who the best leader is, which way to go, what tactics to use. Some of them are sure to come to blows at the worst possible time.

Minefield - +100cp
The number of traps on this planet is too damn high. Running headlong through the jungle – especially along existing trails – is almost guaranteed to lead you into some kind of trap. Set either by the Hunters or Survivors who have tried to trap the Hunters, if you're lucky, it will be a net or a pitfall. If you're unlucky, it's stakes, flung spikes and unexploded ordinance.

Lions and Tigers and Bears, Oh My - +100cp
Most of the Preserve is devoid of large animal life, but with this drawback, alien fauna is kept stocked for hunting. It's usually beneath the Super Predators to hunt dumb animals, but it sometimes makes for a pleasant distraction. Extra-terrestrial versions of predators like tigers, bears, wolves and worse now roam the Preserve. The planet also has a much wider range of alien plant life – toxic, thorned, or even mobile – possessing vines that grip, sharp-edged leaves which cut and slash, and poison-injecting barbs.

No Prisoner - +100cp
There will be no normal Yaut'ja tied to the monolith in the Hunter's camp. Any normal Yaut'ja will be free-roaming, probably conducting hit and run raids on the Hunters. The opportunities for any communication and possible cooperation will be slim, if any.

Additional Hunters - +300cp
Each purchase increases the number of Hunters by three, adding a commensurate number of Predator Hounds and Predator Falcons. You may take this three times in total, for a total of twelve Super Predators...and twenty-four Predator Hounds and four Falcons.

Round 2 - +400cp
You will not be able to locate the starship until a second 'season' begins, and more Prey are dropped, which will only happen once the original Hunters are all killed. It does mean a fresh set of 8 humans to work with, but also means a fresh set of Super Predators who have been monitoring the previous group of Hunters through their Bio-Masks, and have come up with a couple of new ways to hunt based on what worked or didn't work against you. If you bought extra Hunters, an equal number of new Hunters arrive.

+++

After your first brush with the Super Predators, you will realise you need to step up your game. It's going to take every trick you can think of to tip the odds in your favour. Better check your ammo.

If you have any cp to spend, you may purchase from the following list or from perks and items in the main jump:

Well-Supplied – 100cp
You dropped with extra gear – more food, more water, and most importantly, more ammo. The issue is going to be hauling all this stuff through the jungle, not running out.

Summer Home – 100cp
A dark, quiet hidey-hole. No guarantee that the Hunters won't find it eventually, but they won't know about it to begin with, and you will know how to get to it at all times. Contains at least one lockable container, some food, and is concealed from sensor readings, even when people are inside. The Summer Home imports into future jumps.

Red Dot Sense – 100cp
You can *feel* laser sights on your skin like a shiver or goosebumps, even when you're facing the other way. It's not going to warn you if a Super Predator walks up behind you and stabs you with its wristblades, but that's life for you. Any kind of weaponry target lock on you will trigger this sense.

Photo – 100cp
A small wallet photo of someone you care about – waifu, pre-jumping family, your dog, something like that. It raises your spirits when you look at it, and showing it to other people encourages them to at least act friendly towards you.

A Fast Friend – 100cp
Guarantees that one person you stumble into on the Preserve will quickly become friendly, despite their suspicions or distrust from the others.

Caches – 300cp
During this scenario, each person in your group will discover one corpse each: humans or perhaps non-humans who were dropped in the same lot as you, but who died before you could meet them – their chutes failed to open, or the other people killed them before you came along.
Each body found will have one item of equipment – a new weapon, a bunch of ammo, a medkit, a few explosives, something like that. Chances are the person who finds the body may not want to share the spoils.

+++

Finishing The Scenario
As mentioned before, the only means of leaving the Preserve is to locate one of the Super Predator's cloaked starships and figure out how to pilot it home.
With enough time, you could work out how to do it yourself, but the fastest way would be to convince a normal Yaut'ja who has been dropped on the planet to set the autopilot, or pilot it themselves and leave with you. If you are a Yaut'ja, you'll have to disarm its security and the self-destruct, otherwise the Hunters are just going to blow it up with you aboard.

Once you leave the Preserve, you must live out the remainder of your 10 year stay. You are reunited with your companions after your escape, if you did not import them.

Scenario Reward:
Once this jump is over, you may take as companions any beings who escaped the Preserve with you...keeping in mind that only a dozen people will fit aboard the starship.
They will take up one active companion slot each after this jump concludes.

You also receive the **Yaut'ja Starship** you escaped on: A small starship, about the size of a small building. It has room for about a dozen passengers (or prisoners), an FTL drive, an *excellent* cloaking device and passive stealth system, recesses for displaying your trophies and gear, and a launch bay for dropping cargo covertly into a planet's atmosphere (like, say, a drop pod). By default it generates a Yaut'ja atmosphere (humans can tolerate it) and amber lighting, but you could reprogram it. It has no "shields" or long-ranged weapons, but as an infiltration craft, it has few peers – you could land this thing in a city and nobody would know it was there until they bumped into it.

END
As always, please select one of the following choices:

New Hunting Grounds: Maybe you want to keep this world safe? Or maybe you wish to Hunt for the rest of your days?

Return To Your Lair: Return to your home, keeping everything you have gained so far.

Good Hunting: Move on to the next jump.

NOTES

v1.11. Jump by Myrmidont.
With many thanks to the thread & IRC anons for feedback.

If you're in a human form with One Ugly Motherfucker, you still look like you, just uglier. People still recognise you, facial recognition still works, that sort of thing.

The Challenge won't necessarily make them equal to you/give you even odds to beat them in a fight, and they won't remove their own defences, but they'll usually put away offensive measures that are over and above what they think it'll take to kill you. If you're holding a knife, they'll probably put away their guns and use their own blade (even though that blade might be bigger and better than yours, or their raw abilities or skill outmatch yours).

The Yaut'ja honor code, from http://avp.wikia.com/. There is no complete outline of the code in Predator–only canon so you may take this as guidelines and fanwank appropriately rather than take these as black–and–white rules.

- Hunting Worthy Game: When hunting, the hunter must be sure that his prey is considered game, and lawful to kill. Sometimes the hunter will equal the odds (not using a Plasmacaster or some other weapon). Worthy game must fill the following criteria: Can defend itself and/or is able to kill the hunter himself, of age (killing children and the elderly is considered the height of bad manners), not linked to other lives (so that removing the prey will not doom another, e.g. pregnant women), and not weakened by diseases.
- Failing in the Hunt: Should the hunter fail in one's quest he usually takes his own life, preferring to die in honor than to live in shame. However, some cowards prefer to live in obscurity rather than die. This is considered to be dishonorable and suicide is then "assisted" by an Arbitrator.
- Claiming the Kill of Another Hunter: To take the Trophy of another Yautja, living or dead, is considered to be a great insult. For example, two Un–Blooded go on their first Hunt: one Yautja takes on a Black Death and both are mortally wounded. While the wounded hunter is dying, the other hunter conveniently finishes off the prey and claims the kill as his own, abandoning the wounded Yautja. This is the most embarrassing crime, and the hardest to prove.
- Murder of Another Yautja: To kill another Yautja intentionally. This excludes self–defense and killing a foe in a wrestling match to settle a dispute (see below). Murder is the worst crime.
- Never harm the innocent: Those who have done no harm should have no harm done to them. (It can be inferred that this rule must pertain only to harming other Yautja in their society, since they hunt and kill members of many species one could call "innocent". It can also be inferred that Bad Blood Predators would ignore this rule either in part or in whole.)
- Hunting for Food: When hunting for food, take only the weak. This is to purify the species' line.
- Wounded Game: When coming upon game wounded by another hunter, and the prey is dying without sport, show honor to another's kill. If the game still shows sport, it is to be joint trophy.
- Joining Another Hunt: Do not join another's Hunt, or Hunt in their territory, without their permission. All trophies taken in this manner are stolen trophies, and shall be dealt with by the rightful owner.
- Mercy: Those who defeat you in a fair Hunt, or who are the victors in more dangerous hunts (such as a battle with the Alien Queen), and show you mercy are to be considered our equals. You must either kill them and yourself, or bestow them with a reward.
- Code Violations: Those who break the code are renegades, and no longer considered to be a Yautja. They are to be destroyed when encountered.
- Never Harm the Ill or Offspring: Yautja are known to have a very strict law on the killing of those pregnant with infants and those who are sick. Usually when they hunt and encounter both, the Yautja is to let them live. The only exception to the rule is if any ill prey pose a threat. An example of such a thing would be when Charles Bishop Weyland set fire to the Predator known as Scar, causing the latter to retaliate and kill him. Although that applies to the ill, Yautja are to never kill those who are baring children even if they are armed. One example of this is when the Yautja known as the City Hunter encountered Leona Cantrell and discovered that she was with child. Although he didn't kill her, she did go into shock, probably because of the mere sight of the hunter.

Crossovers (ie: non–canon, usable with the drawback only, use at own risk) include:
Predator vs Agents of Law
Predator vs Archie,
Predator vs Batman
Predator vs Ghost
Predator vs JLA (Justice League of America)
Predator vs Judge Dredd
Predator vs Magnvs Robot Fighter
Predator vs Motorhead
Predator vs The Thing (the orange rock guy from Fantastic 4, not Carpenter's The Thing)
Predator vs Superman
Predator vs X

No crossovers with Xenomorphs allowed (unless you brought them with you). That would fall under the "AVP" universe.

Do note that the people of "Human Predators" and "Fresh Blood" in the scenario only count as companions *after* the jump finishes, and can only become companions if they get out of the jump alive.

Both Edwin and Noland will attempt to betray you during the scenario if they get the chance.

If you roll/buy the Hunting Preserve, you may interfere in the events of *Predators* without taking the scenario. You may voluntarily take the scenario drawbacks to make your life more interesting, but they provide no extra cp, and you cannot attain the scenario rewards (there's nothing stopping you hijacking a starship, but it won't be fiat restored if destroyed the way the scenario one is, and companioning anyone is going to take the 100cp option, or a pod or something).

Post-jump, your Yaut'ja form becomes an alt-form.

Further work:
Possibly suitable for a separate gauntlet, or proper gauntlet conversion option.

Changelog:
WIP 0.9
Released for feedback.

WIP 0.95
Super Predators have their plasmacaster upgraded to a rapid-fire model for free.
Added gender option for Yaut'ja
Added some more pred gear for Survivors
One Ugly Motherfucker now free for Yaut'ja
Changed The Challenge per feedback.
Cloaking device is indeed meant to be part of the wrist-comp.
Unblooded/blooded can take blooded OR unblooded companions.
Started on the scenario, companions & rewards

WIP v0.96
Specified ammo on A Pair Of Huge Guns
Added Yaut'ja warehouse theme.
Added two more drawbacks
Replaced Hunter's Planet drawback with a scenario.
Finished scenario?

V1.0 “complete” edition.
Blooded age fixed. Some notes – yaut’ja becomes an alt-form if you were one.
The Jungle Clearing can only be found by you.
Fixed some text issues.

V1.1
Added option to take canon companions per request.
Minor additions to some text. Specified the wrist-comp that can be purchased comes with the re-sized Yaut’ja armor doesn’t have a self-destruct, and the Pair of Huge Guns don’t actually have to be big.

V1.1
Spelling corrections only